Your grade: 100%

Your latest: **100%** • Your highest: **100%** • To pass you need at least 75%. We keep your highest score.

Next item →

1. Which of the following best describes the behavior of the function `outputLimits`?

   ○ This function is used to place the warped images into the final panorama image.

   ○ This function uses the x-y world coordinates as inputs for image stitching.

   ⦿ This function uses the geometric transformation to calculate x-y coordinates relative to the upper-left corner of the fixed image.

   > ⊘ **Correct**

   1 / 1 point

2. The `imref2d` function creates a spatial reference object. Where is this object used?

   ○ It is an input to `vision.AlphaBlender`

   ○ It is used to create the blank template image for the panorama.

   ⦿ It is used with the `imwarp` function to place the warped image at coordinates determined by the spatial referencing object.

   > ⊘ **Correct**
   > Use the `"OutputView"` Name-Value pair to add a spatial reference when warping images.

   1 / 1 point

3. True or False:

   When using `vision.AlphaBlender` as shown in the reading and video, you must also warp the input mask along with the image being added.

   ⦿ True

   ○ False

   > ⊘ **Correct**
   > The mask determines which pixels in the panorama will be updated when adding the image. Typically, this will match the image being added.

   1 / 1 point

4. When stitching many images together with an affine or projective transform, it is a good idea to use a center image as your fixed reference. How can you do this without manually calculating each transform?

   ○ No adjustments to the code are necessary.

   ○ You need to manually calculate each transform relative to the center image.

   ⦿ Add a for loop that multiplies all transforms by the inverse of the center image's transform.

   > ⊘ **Correct**

   1 / 1 point